

GAME BOY ADVANCE

AGB-BL9E-USA

Let's Ride!™

Dreamer

Inspired by a True Story

INSTRUCTION BOOKLET

THQ

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

 **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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ABOUT THE GAME

Amy and Sarah have known each other for half their lives. Amy is very disappointed when she learns that Sarah is moving away because her father accepted a job in another town. Sarah is also not happy with this news because she doesn't want to lose her best friend, and also because she has a horse which she will now have to give up. If she has to leave her horse behind, then it must be left in good hands and who better than her best friend Amy? However, Amy's parents are definitely not happy with the idea. Where can they keep a horse? What about the costs of feeding and taking care of it? Amy and her father arrange a meeting at the riding stables where the horse is currently kept. Mr. Stroud, the owner of the stables, offers Amy the opportunity to work at the stables to help towards the costs of looking after the horse. This means that the welfare of the horse is taken care of, and Amy can take her time in deciding whether she can in fact face the responsibility of having a horse of her own. This will not be easy, however, since apart from the work, Amy will have to be able to get along with others at the riding school, some of whom can be rather snobby.

THE CHARACTERS



Amy (a bright, clever girl, suddenly faced with a big task)



Bernard (Amy's father)



Mr. Stroud (Owner of the riding school)



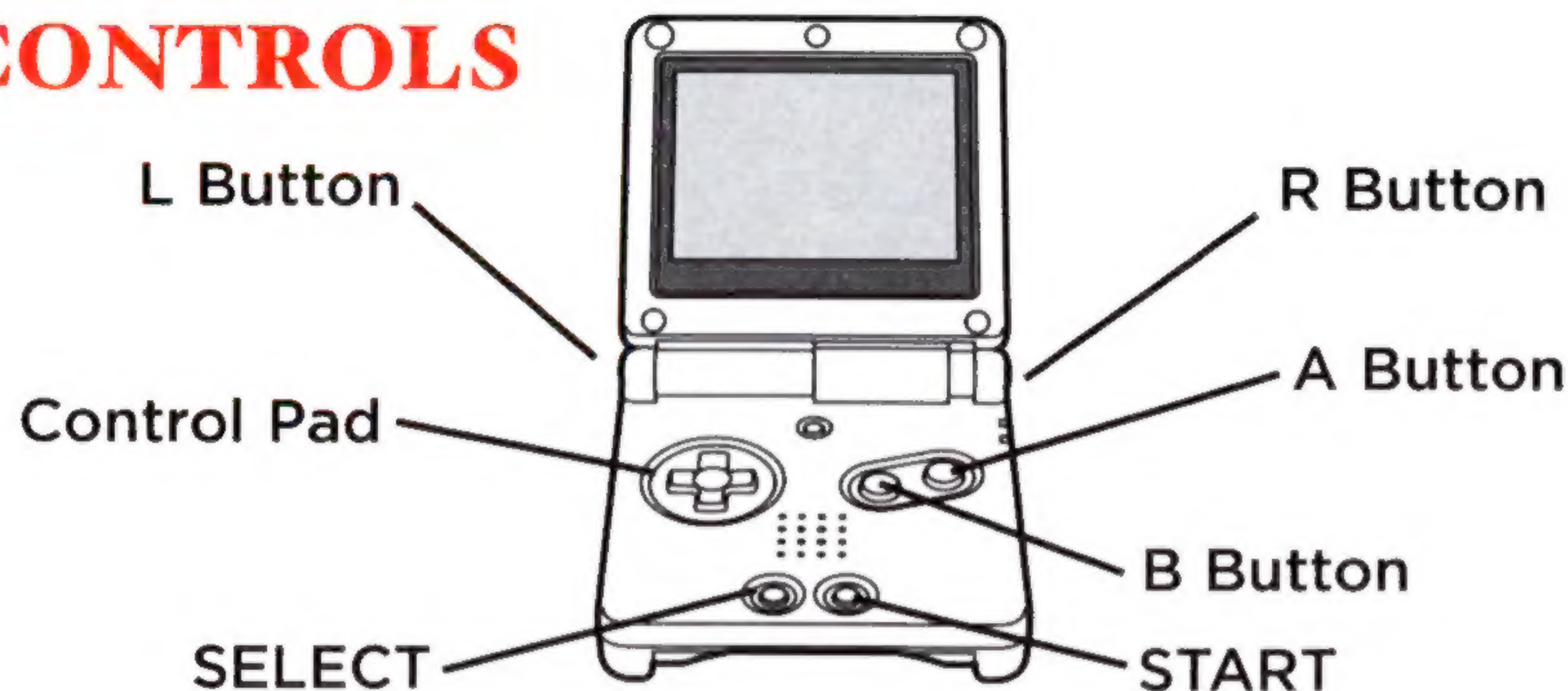
Antonia Rees (somewhat condescending in her manner)



Greg (another pupil, friendly and helpful)



CONTROLS



BUTTON

ACTION

Menu Navigation

Control Pad.....

Highlights menu selection
Moves characters

A Button.....

Confirm selection
Open actions menu
Move forward to next screen

B Button.....

Cancel selection
Close actions menu
Return to previous screen

START.....

Activates the pause function.

WHILE RIDING YOUR HORSE:

Your horse has four gaits:

1. Walk
2. Trot
3. Canter
4. Gallop

Pressing the Control Pad Up moves your horse forward.

Pressing the Control Pad Down moves your horse backwards.

Pressing the Control Pad to the Left moves your horse to the left.

Pressing the Control Pad to the Right moves your horse to the right.

Pressing the A Button enables your horse to jump. But you can only jump when trotting or galloping.

Pressing the L Button slows your horse down one gait. For example, if your horse is trotting, pressing the L Button will make your horse walk.

Pressing the R Button will make your horse move up to the next gait. For example, if your horse is cantering, pressing the R Button will make him gallop.



GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of Let's Ride Dreamer Inspired by a True Story into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The legal and logo screens will appear (if you don't see them, begin again at step 1).

MAIN MENU

Once you have started the game you will arrive at the Start menu. You can now select from various actions. Scroll through the menu options by using the Control Pad, to select an item press the A Button and to exit a menu press the B Button.



Adventure – The adventure mode leads you through the game via a storyline. The objective is to see things through to the end and accomplish all the tasks in the adventure. In the adventure mode, you play the game on the basis of an exciting adventure story. Speak to the people at the riding school, they will give you tasks and jobs to do, which you have to complete properly. Not only do you have to take good care of your horse, but also, you will have to help out your friend Eric, who has lost his asthma spray, find a stray cat, as well as successfully take part in competitions. To complete each task, you must always return to the riding school.

Training – In the training mode, you are free to take care of your horse and ride a certain number of trails. The training mode offers a quick introduction to the game. You have to learn to take care of the horses and can also go out on various different rides.

Editor – This enables you to create jumping areas.

Options – This gives you access to the settings so you can adjust the volume. You can also access a list that shows you the best riders from the competitions and it shows acknowledgements, which is a list of those people who contributed to the game



THE GAME

Choice of Horses

In this section you enter the Adventure or Training game mode. Here you will see your saved horses, one of which you can select for the game. Three horses can be stored for the Adventure mode, and an additional three can be saved for the Training mode. When you start the game again, you choose your horse and select Start from the menu. The game then starts from where you left off previously. Choosing the new option from the list of choices enables you to replace the current horse with a new one – but be careful because when you do this your previous selections will be deleted.



Horse Editor

The Horse Editor helps you “design” a horse, based on your own ideas.



Talking to Characters in the Game

To speak to a character in the game, you must approach them and then press the A Button.

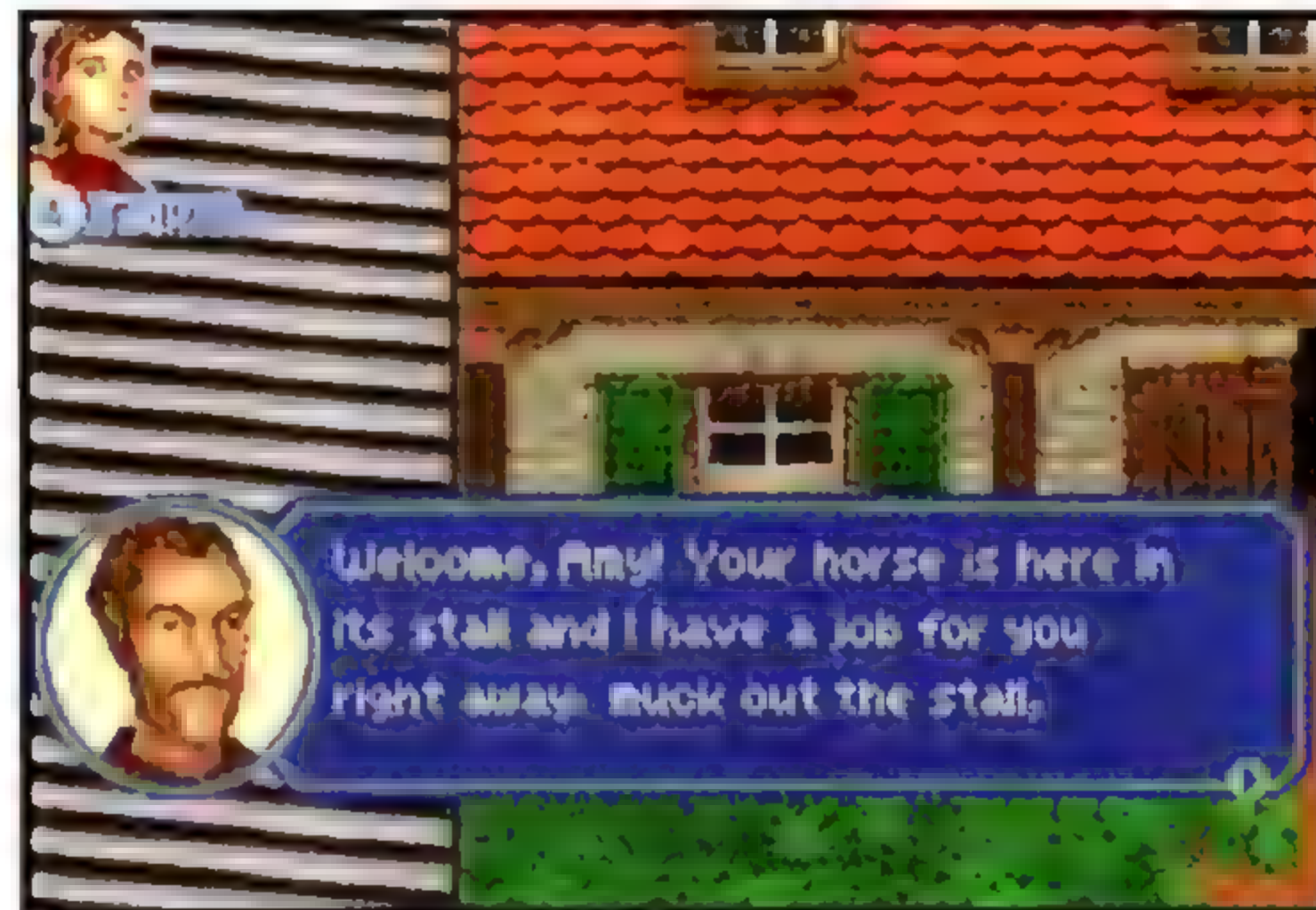
The dialog box will appear on the screen.



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SCREEN DISPLAYS

Action Display - The display in the upper left corner of the screen shows you when a certain action can be carried out by pressing the A Button.



Stall Values - These values, found in the horse stall, show you how well you are caring for your horse.

- The feeding bag shows how well your horse is fed.
- The bucket shows if your horse is getting enough water.
- The brush shows how well you are grooming your horse.



PLACES AT THE RIDING SCHOOL

The Courtyard - From here you can reach all the important areas of the riding school and the free ride areas.

The Stall - This is where your horse is, together with the most important tools needed to take good care of him. To select a tool use the press the A Button. Use the Control Pad to scroll through menus. To leave the stall, press the B Button.

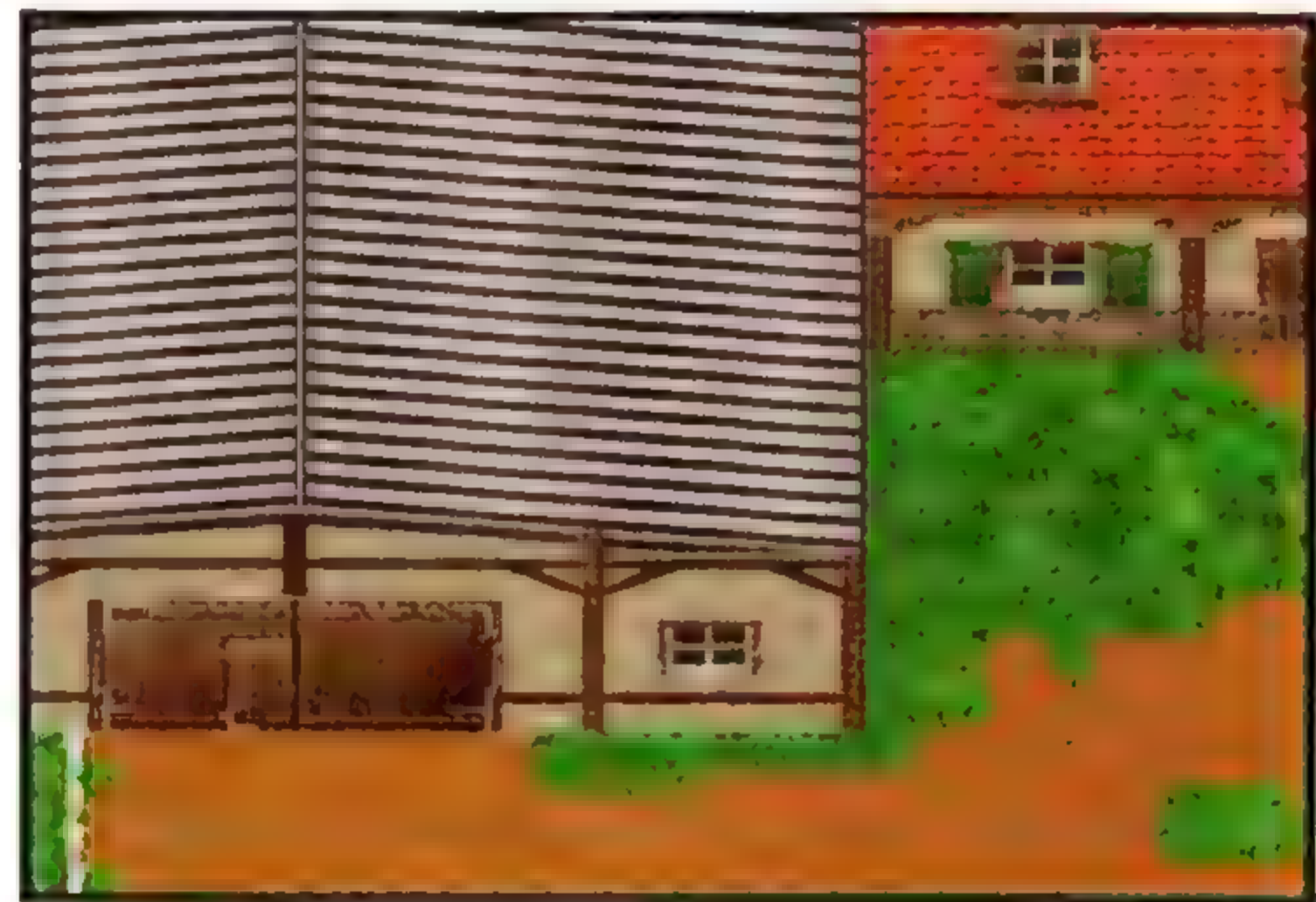


The Harness Room - You enter the harness from the stall via the door on the right hand side. Apart from various saddles, you will also find food here, as well as a water pump and decorative items for your horse. Pressing the B Button will let you leave the the harness room.





The Clubroom - In the clubroom, there is a best list, a ribbons table, and a wardrobe where you can select a riding outfit. Press the A Button to make selections. Pressing the B Button enables you to leave the room and you will find yourself in the courtyard again.



The Riding Hall - You can take part in dressage tournaments in the riding hall. You cannot enter the hall without a horse.



The Horse Trailer - This is the starting point for jumping tournaments. You can only enter with a horse.



Entry to Leisure Riding - Leaving the yard with your horse through the exit on the right takes you out into the riding area.

Exit (Next Day) - To end the day, you simply have to leave the yard by the lower exit. After this, a new day begins.





IN THE STALL

Hanging on the wall in the stall you will find all kinds of items to use when caring for your horse.

Hoof Iron - Use this to remove soil and small stones from the hooves.

Brush - This is for brushing the horse's coat.

Mane Comb - Use for combing out the horse's mane.



Pitchfork - Using the pitchfork located at the left of the stall, you are able to remove the old straw from the floor.



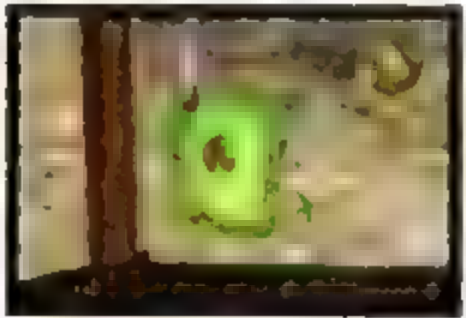
Straw Bales - After removing the old straw, spread fresh straw on the floor, so it remains clean and your horse stays in good health.



Water Trough - Use the bucket to fill the trough with water; the bucket is filled from the water pump in the harness room.



Feeding Trough - Fetch the food from the harness room to fill the feeding trough, so the horse has enough to eat.



Stall Log - The stall log holds all the important details concerning the qualities of your horse. Here you can check what level your horse has achieved. The higher the level, the better it will be for riding. The actual values for "Power," "Stamina" and "Speed" are indicated here.

Door to the Harness Room - The door to the harness room is found in the stall, on the right. To enter the harness room, move the cursor to the right and press the A Button.



IN THE HARNESS ROOM



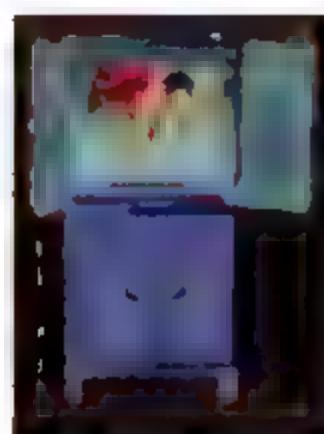
Water Pump - The water pump provides water for your horse, fill up the bucket at the pump and then bring the bucket back into the stall and empty it into the water trough.



Food - Every horse must eat, to prevent it from becoming hungry. Select a feed bag by pressing the A Button and return to the stall to fill up the feeding trough.



Saddle Blocks - You will find various saddles on the blocks. Select one for your horse then bring it back into the stall and place it on your horse's back, pressing the A Button will secure it on your horse.



Decorations Cupboard - You can use the items from this cupboard to dress up your horse and give him a unique appearance.





IN THE CLUBROOM

Best List Table - This table shows the best riders, with their results in the various competitions.

Ribbons Table - Here you can check how many golden ribbons you have already collected in tournaments. After a certain number of ribbons, you receive a special object such as a new saddle, which you will find in the harness room.

Wardrobe - You will find new outfits for Amy in the wardrobe. These can be used after winning a certain number of ribbons.





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HORSE CARE

You should always take good care of your horse to maintain its feeling of well-being. This includes regularly cleaning the stall, brushing and grooming, and ensuring adequate supplies of food and water.

To do this, go into the stall and select the pitchfork. Use this to remove old straw from the floor. Afterwards, click on the bales of straw and spread new straw around. You will see that the value of your horse in the display on the left has increased by one flower. Now use the mane comb, the brush and the hoof iron and the horse will receive another flower. You may only spread new straw once a day, but the horse will enjoy brushing and grooming several times daily. You earn a flower when you have used each grooming tool once.

There is also a value for thirst and hunger. Go into the harness room, select the water pump, return to the stall and empty the bucket into the drinking trough. The same applies for your horse's hunger. Go back into the harness room, select the feed sack, return to the stall, and fill the trough from the sack.

This will earn you another flower.



The Levels for Horses -In total, you can earn up to five flowers each day for each value.

In order to bring your horse quickly up to the next level, you should make sure that you have earned all five flowers by the end of each day. Remember, your horse eats and drinks, which means that the care values reduce a little each day. Keep an eye on this.

Change of Day - If you have done all your tasks for the day, you may go to the exit and then a new day will begin.

Effect on Status - Whenever your horse goes up a level, a window will appear, allowing you to choose which particular characteristic you would like to improve. You can select from speed, stamina or power.

The Stall Log - If you want to see how much the characteristics of your horse have improved, you go into the stall and select the stall log.



SADDLING UP AND RIDING OUT

To be able to go out riding on your horse, you first have to saddle it. Press the Control Pad on the saddle block in the harness room and choose a saddle. Now go back into the stall by pressing the B Button and, using the Control Pad, place the saddle on your horse. Press the A Button to secure the saddle in place. Press the B Button to exit the stall and you will find yourself in the courtyard.

FREE RIDE

The exit for going out riding is to the right of the yard – this gives you access to a magical area of natural beauty with forests and meadows.





You can choose between two modes:

Fun Mode - This lets you go riding for as long as you like.

Competition Mode - In this mode, you have to take as many jumps as you can during a specified time period. Points are earned for each jump, and these are shown in a results list after the ride.



TOURNAMENTS

Tournaments give you the opportunity to win gold ribbons and gain access to bonus objects. You can choose between dressage and a jumping tournament.

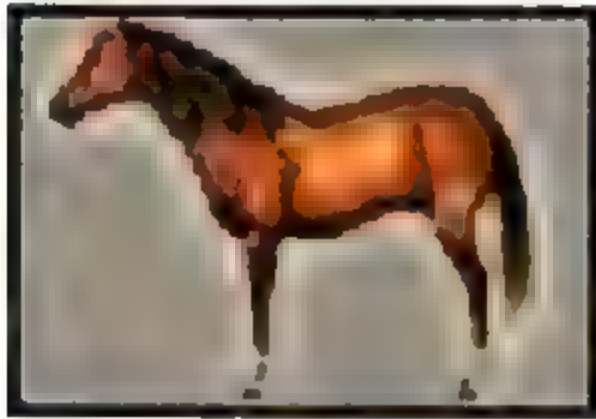
Dressage

You take part in a dressage tournament by going to the riding hall with your horse. There you have a choice between three different tournaments, each with a different degree of difficulty. Each figure you perform attracts a certain points total. The figure will be announced to you beforehand. If you complete the exercise without faults, you receive the complete points total. If you are in an incorrect gait or do not complete the figure correctly, you will have points deducted. The results for all riders will be displayed after each tournament.



Dressage Current Exercise Display:

This shows the steps and gait to be performed.



Jumping:

To participate in a jumping competition, you must take your horse to the horse trailer. Then, you can choose from six different tournaments of varying degrees of difficulty. The challenge is to take all jumps in a certain sequence as quickly as you can. For each fault, such as a refusal or breaking a jump, you receive penalty seconds. The results of all riders are published after each tournament.



Bonus System (Gold Ribbons)

If you win a tournament, you receive a gold ribbon. By collecting these ribbons, you automatically qualify for bonus objects such as saddles, decorative items, feedstuff or clothing - these will be found in their appropriate locations.

LOADING AND SAVING

The stage you have reached in the game will always be automatically saved. So, in each game mode, a horse you have selected will be available for the game at the point where you last left off.

PAUSE FUNCTION

You can activate the pause function during the game from the yard or when riding simply by pressing START. This will stop the game. Pressing the A Button allows the game to be continued.



RIDING TRAILS EDITOR



The riding trails editor enables you to create three jumping courses of your own making, setting up your preferred jumps or repositioning them. Don't forget to put in the start and finish lines. Choose the function you require from the Menu bar to the left and press the A Button. Now you are able to carry out the desired action

(for example, lay out a jump). The Menu bar will then be hidden. To see the Menu bar again, press the B Button.

Selection

You position a jump by dragging the selector mark onto an empty space and pressing the A Button. Pressing the Control Pad Up and Down buttons, you can now choose from the list of available obstacles and set up the jump by pressing the A Button again.



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If you want to move a jump, position the selector mark over it and press the A Button. Holding the button down and moving the selector mark allows you to move the jump to another position. If you want to turn a jump around, select it using the selector mark and use the L or R Buttons to rotate it.



Numbering (Up/Down) - The numbers on the jumps indicate the jumping sequence to be followed. You can change jump numbers upwards or downwards.



Delete - Deletes a jump from the course.



Test Mode - To see if you are happy with a newly designed course, test mode allows you to test ride it. If you don't like it, you can change it as much as you like.

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